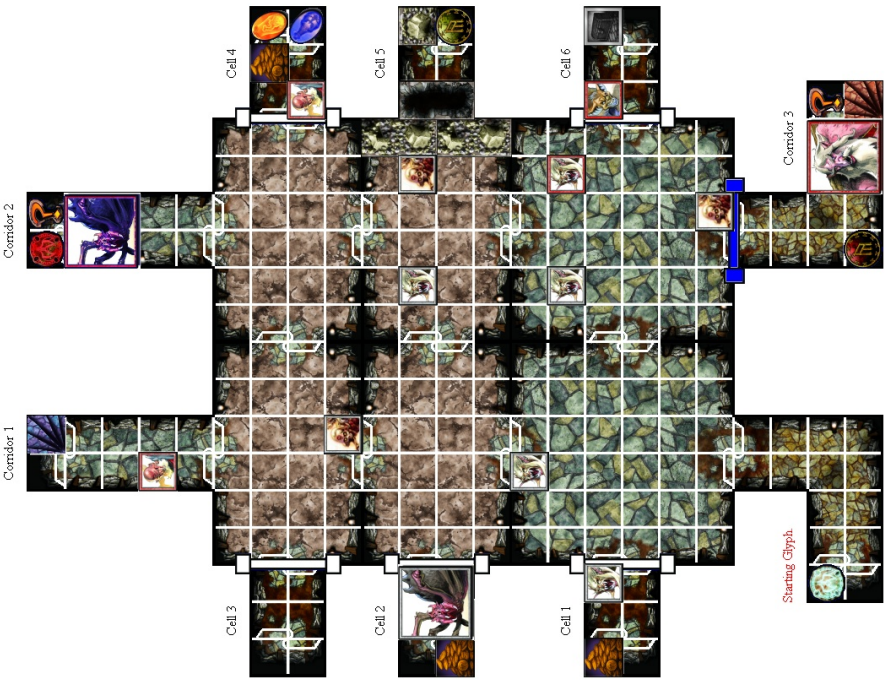

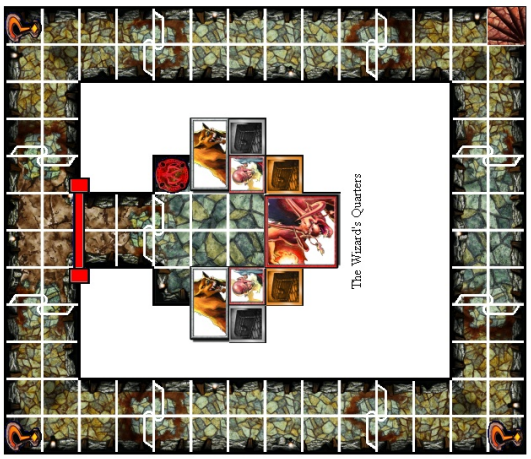

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The Wizard's Hideout

By Koekie

Scenario Background

There is a story, an Urban Legend perhaps, about a Congregation of Wizards.
It is called "The Order Of Armageddon", and consists of the greatest, strongest Dark Sorcerers.
You should not deal with them, for they dislike any mortal and even looking at them can be fatal.

The story tells us that they are preparing the return of their former leader, only known as "The One".

He was defeated, many centuries ago, by a being so strong, it could only have been a God.

One of these Wizards has a hiding place not far from your hometown.
There are no maps and no one knows what is inside the building, because...nobody ever returned.

It is said that the Wizard is so powerfull, that he can control the creatures from Hell itself.

For centuries, the Wizard's wealth has grown, so there are many valuable things to find.
The Legend speaks of many treasure rooms, guarded by the most horrible creatures who ever walked this Earth.

There is also the matter of his Apprentice.
A promising young sorcerer who was to be trained to be the Wizard's successor when he should be slain by an adversary or even...old age.

The young man didn't always agree with the dark ways of The Order, and one day he disappeared, surely by the hand of his own Master.

Mission Goals

Find your way through the Building and gather as much treasure as you can.
The items and the money will surely come in handy as you close in on the Wizard
Should you find the Wizard's Former Apprentice, he will surely be able to tell you more about the Order Of Armageddon.

Important: Copper Chest 1: 1 Treasure, 1 Conquest Token.
Copper Chest 2: 1 Treasure, 1 Conquest Token, 100 Gold.
Copper Chest 3: 2 Treasure, 100 Gold, 1 Curse.

Silver Chest 1: 1 Treasure, 2 Conquest Tokens.
Silver Chest 2: 1 Treasure, 2 Conquest Tokens, 200 Gold.
Silver Chest 3: 2 Treasure, 1 Conquest Token, 500 Gold, 1 Curse.

Gold Chest 1: 1 Treasure, 500Gold.
Gold Chest 2: 2 Treasure, 1000 Gold.

Grand Hall

You arrive in a room, where, strangely, your torches don't seem to light up the place and you hear strange noises in the distance.
When your mage enters the room, he feels a strong presence of magic.
"There is probably some spell in effect wich prevents us from seeing what is waiting for us."

A magic spell is preventing the Heroes to see any further than 5 spaces in all directions.
After a Hero has ended his movement, use the template to reveal what is in his sight.
Heroes nor monsters can make a ranged attack beyond 5 spaces.

Cell 1

As you pick the lock, a hungry Beastman jumps out and immediately attacks.
When you kill it, a howling scream escapes from its throat.

Inside is 1 Treasure and 1 Curse.
Let all Heroes roll 1 Power Die, when the result is a Surge, the Beastman's attack is averted.

Cell 2

Behind the door you stand eye to eye with a giant Banespider witch attacks without warning.

Inside is 1 Treasure.
The Heroes all roll 1 Power Die, when the result is a Surge, the Spider runs away 10 spaces. (in a straight line)

Cell 3

This Cell is occupied by a man who seems to has given up all hope.
When he sees you coming in, he tells you that he was imprisoned by the Demon Wizard "UTHAR".
With his last strength, he was able to magically hide his posessions.
You ask the man to join your party and he gladly accepts the offer.

Let the party draw 1 Hero card, complete with 3 Skills, 1 Weapon and 1 piece of Armor.
The Hero starts with full Health, but no Fatigue and no Gold.

Cell 4

Inside this cell hides a Sorcerer, who tries to use his magic to stop your from venturing further.
Every Hero rolls a Power Die.
If the result is: A Blank - Nothing happens.
A Surge - You are immobilized, but can still make a normal attack.
A Power Enhancement - The spell is a miscast and the Scorcerer is immobilized.
Before you kill him, he cries out for his master...without

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effect...Maybe.

Inside is 1 Treasure, 1 Health Potion, 1 Fatigue Potion and 1 Curse.

Cell 5

This cell is blocked by a piece of rock that almost reaches to the ceiling.
When you fall in, you see a weird stone in the corner.

Inside the cell there is 1 Green Rune and a 1 space piece of rubble.

When you push the strange stone, the rock wich is blocking your escape path, sinks into the floor.
Thus enabeling you to jump the hole and enter the Grand Room.

When the Heroes reenter the Grand Room, they are surrounded by 4 Banespiders (2 Masters), wich are placed minimum 3 spaces from each Hero.

Cell 6

Before you open this door, you hear the screeching sound of bats.

When the door is opened, a Master Bat flies towards the Heroes and attacks.
By killing the Bat, the Heroes each receive 1 Conquest Token.
This cell also contains a Portal, wich is activated by one in Area 2 - Treasure Room 2.
Once activated, the Portals work in both ways.
Inside is 1 Silver Chest.

Corridor 1

There is not much here, exept a Blue staircase leading up.

Corridor 2

You find a Scroll with strange runes on it, along with an image of the Sun.
Maybe it is something Magic.

When a Hero with Magic Skills finds the Scroll, or gets it from another Hero, he immediately recognizes it as a Magic Scroll with a spell called: "Remove Darkness".
After reading the Spell, your torches spread their light again and you can see The Grand Room in all its glory...And danger.

Corridor 3

Unlocking the door with the Blue Rune, you are faced with a huge creature.

The Giant in this corridor is HOLGHOR, a Master Giant with Speed 3, Health 15 and Armor 6.
Killing him gives the Heroes 500 Gold each and they get 1 Skillpoint to spend by choice.
Next to the Red Staircase is a Relic Item and 1 Red Rune.

Area 2

As you climb up the Blue Staircase, you enter a long, narrow hallway with several doors.
In the distance you hear the rattling of chains and... bones.

There are 3 Traps in the floor.
When a Hero steps on one, he ends up downstairs and you roll 1 Power Die.
If the result is: A Blank - Nothing else happens.
A Surge - He receives 1 Melee Die Wounds.
(ignore Armor)
A Power Enhancement - He is surrounded by
2 Beastman.
One of the Traps leads to Cell 5 and no Dice must be rolled.
Once triggered, the other Heroes can see and avoid the Trap, but can also choose to jump down and help their companion.
In that case you must roll for that Hero too.

The stone under you feet crumbles and you end up downstairs again.
The hole where you fell through is now visible for your fellow Heroes, who can avoid it or choose to aid you.

Treasure Room 1

A big Spider stands before you, and you hear murmers in the room, as if it was filled with people

Inside is 1 Bane Spider, 4 Sorcerers (2 Masters), 1 Health potion, 1 Fatigue Potion, 2 Copper Chests and 2 Treasures.

Treasure Room 2

Opened by the Green Rune, the Room reveals great Treasures, but equally great dangers.

Inside is 1 Manticore, 2 Master Sorcerers, 1 Relic Item, 1 Treasure, 1 Silver Chest, 2 Fatigue Potions and 1 Health Potion.
There is also a Portal that leads to the one in Cell 6.
Using this Portal activates them for acces in both directions.

When the Manticore is killed, you find a letter:

This Magic Portal is for all,
Mindara is waiting in the Hall,
Alone you can't avoid your death,
Together you will see her dying breath...

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When anyone goes through the Portal, a Dragon appears in the middle of the Grand Room.
Her name is "MINDARA" the fire dragon
She is a Master Dragon with Speed 6, Health 20 and Armor 5.
Attacking with 1 Blue, 1 Green, 2 Yellow and 1 Black Dice
If you move to an adjacent space, you suffer 1 Burn Token.
The only way to kill her is to make an attack with at least 2 Heroes at once.
If only 1 attacks her, she is immune for it.

When you enter the Portal, you are transported to Cell 6.
A loud growl shakes your bones when Mindara comes to life in the middle of the Grand Room.
Remember the words!

When Mindara is slain, the Heroe's Fatigue is restored, they all may improve 1 skill by 1 point and 1 Gold Chest is dropped.

Treasure Room 3

In this room, a Giant figure stands before you and you hear hissing from behind it.
Again, lots of Treasure can be found here...But at what price?

Inside is 1 Ogre, 1 Naga, 2 Treasures,1 Copper Chest, 1 Silver Chest, 1 Fatigue Potion and 2 Health Potions.
After killing the Ogre and the Naga, you also find 1 Relic Item.

Area 3

Corridor

Coming up the Red Staircase, you feel that there is evil here.
You find yourself in a Corridor where it is suprisingly silent.
Maybe this is a good thing, or not?

In the Corridor there are 3 Treasure heaps.
When a Hero tries to pick one up, you roll a Power Die.
When the result is: A Blank - 1 Token each + 500 Gold each.
A Surge - 1 Melee Die Wounds, ignoring Armor + 500 Gold each.
A Power Enhancement - 1 Melee Die Wounds + 1, ignoring Armor + 500 Gold each.

When the third Treasure is picked up, the Heroes receive 1 Relic Item and no Dice are rolled.

The Wizard's Quarters

When you approach the Red Rune Door, you see it is glowing by Magic.
The Door opens and you behold a sight that will haunt you for many years to come.

Inside are Sorcerers, feeding human remains to their hideous pet hounds.

These Hellish creatures are so huge, your head would easely fit in their mouths.

In the back of the room you see a Demon, standing in a black mist, growling Dark Magic incantations.
No doubt about it, this is UTHAR!

When their attention is drawn to you, you know this will be the fight of your life.

Inside is a Master Demon called UTHAR, Health 30, Armor 10, attacking with 1 White, 2 Green, 2 Yellow and 2 Black Dice.
Also there are 2 Master Sorcerers and 2 Hell Hounds.
There is a Red Glyph, 2 Silver Chests and 2 Gold Chests.
When UTHAR is defeated, you find 2000 Gold, 4 Health Potions and 1 letter, wich is partially consumed by fire.

The letter is from the Wizard's Apprentice, it is a cry for help.
The man is in the pit in The Grand Hall, in front of Cell 5.

When the Heroes help him out, he gives them a map of what he tells to be the hiding place of yet another member of The Order.

"Please try to stop them, they are about to bring total destruction on all Mankind."
The man stops and looks to you in horror.
"NO! it is too late, you have been corrupted by their Magic, NOO!"

The man falls to the ground and goes up in a green ball of flames.

What did he mean?

Then, your newest Partymember starts shaking and shivering, his body seems to turn inside out.
With a gruesome grunt, a Demonlike creature immerses from his tattered remains.

You have no choice than to kill this beast, 'cause it will not hesitate to kill you!

This Demon is a nr 3 Demon without the Aura Capability.

After killing this Demon, you make your way to the Town quickly.
Once there, you ask yourselfs what has happened?

Was he a peon for the Wizard, or was he affected by the creatures Magic, when we attcked it?
If so, what about us, are we also doomed?

Maybe we can find some answers in the Dungeon on this Map.

You all agree, and after a good meal and some sleep, you make way to your next Quest.

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